

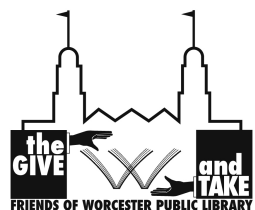
# Happiness Pony

The noble Efforts of a Virtuous, Free and United People, fhall extirpate TYRANNY, and establiſh LIBERTY and PEACE.

HAPPINESSPONY.COM

WORCESTER, THURSDAY, FEBRUARY 28, 2013.

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Not In The Same Breath by  
Zackary Sholem Berger: 1/3 Yid-  
dish, 1/3 English, 2/3 Pretty Pic-  
tures. bit.ly/NITSBAmazon

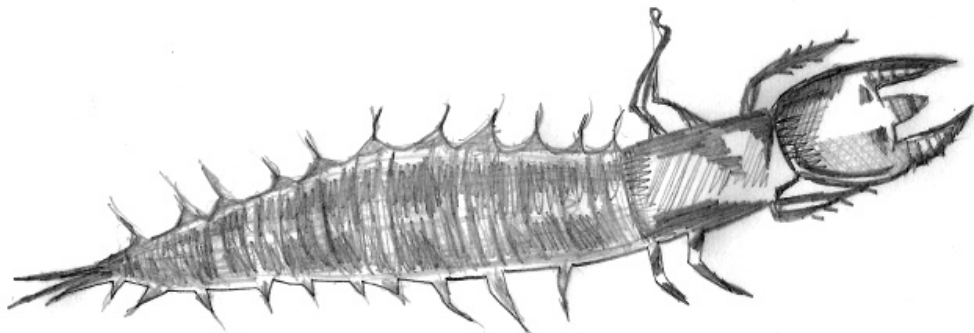
Cat In The Hat and Curious  
George in Yiddish. yiddishcat.com

MUGS, TIKI

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osities. scallywagceramics.com

## Seining for Terror

When I was a child, I loved to seine for bait, standing in a shallow, rap-  
id river, flipping over rocks to wash any critters underneath into a net  
held in the water by my father or grandfather a few feet downstream.  
Often a crawdad would end up in the net, less often a small fish. The  
best and most terrifying bait of all was a **hellgrammite**, a finger-sized  
gray caterpillar-with-jaws-of-death that grows up into a dobsonfly. The  
hellgrammite corresponds so closely to a child's greatest terror that it  
can fascinate as well as horrify. After that initial shock, who would not  
want to examine their greatest fear, come to life? And then stick a hook  
in the neck of that fear? And then heave that fear into a cold, fast river,  
a minute later pulling out a delicious bass? I share this experience in  
hopes that more adults will, when fishing with their grandchildren,  
help the children be present not only to the act of waiting, but to the  
grossness of the bait itself. (Article and photograph by Mike Benedetti.  
Illustration by Sarah Assefa.)



Shane Capra's Successful, Co-opted Utopias

## The Early Franciscans

Saint Francis of Assisi spent his early years as a partier. In 1202 he  
found himself a POW after a botched war between Assisi and Perugia. It  
was in prison that Francis found god. After getting out, he took to liv-  
ing out the teachings of Christ as closely as possible. He dressed in  
sackcloth, used rope for a belt, hugged lepers, and lived in a partly-col-  
lapsed, abandoned church. A small group soon formed around him.  
Francis abhorred property and money, insisting that the group start  
each day with nothing at all. He would not even let his followers soak  
vegetables overnight, as this was seen as a means of accruing property.  
His kindness and fellowship with the most despised members of soci-  
ety was a stunning testament not just to his faith, but to his love of all  
people. Eventually, a mass following began to form around Francis.  
The group functioned on a radical understanding of Christianity that  
flew in the face of the institutional Church and moneyed society. This  
made the Church very wary of Francis's actions, but since he never de-  
nounced them, and since his group had grown to a transcontinental  
2,000 member organization, the powers that be begrudgingly accepted  
the Franciscans.

Yet Francis was not good at administrating a large organization.  
Francis was good at being Francis—the man who demanded one give  
all to those in need—yet responded cordially to your needs as well. He  
handed control over to others. The Franciscans became more moder-  
ate, and the Church co-opted them. After debating theology with sul-  
tans, struggling with disease, and receiving the stigmata, Francis died.  
(Shane Capra)



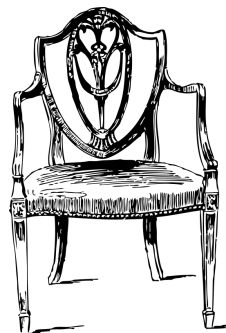
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Income Statement  
January 2013

Revenue	
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Other donations	\$0.00

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Test copies	\$5.00

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editor@happinesspony.com

# Wizards: a game by Carl Hersh, MD

A game about two dueling Wizards (black and white) and the people who follow them. Turns consist of each player moving one Hero and one Prole unit, and attempting to gain control of the Wells of Truth. The first player to 10 Truth Points wins. You score points by controlling the Wells or killing the other player's pieces. Keep score using the bars along the sides of the board or on a scrap of paper.

### UNITS

Cut out the pieces below. There are 2 types of units, Heroes and Proles. Hero units are more powerful, and players who kill them are rewarded with Truth Points. Prole units are weak, but can enter the Wells of Truth to get points for their team.

A unit may move 1 space in a straight or diagonal direction and then may perform 1 action. You *must* move or actively use the action of 1 of your units when it is your turn to do so; the only exception to this rule is if on your Prole turn you have run out of Proles (normal or otherwise). Only Proles and Happiness Ponies may move into the Wells of Truth.

The “Kill” action allows a unit to kill (remove from the board) an adjacent enemy unit (see below for which units can kill each other). Armed and Happy Proles count as Proles, and Happiness Ponies count as Ponies. If a move costs a Truth Point then you *must* have a Truth Point to pay (there are no negative Truth Points.)

**Wizard.** Hero unit. Killing the Wizard scores 10 pts. *Actions:* Kill or Happiness. *Can Kill:* Wizard, Zardo. *Happiness:* Pay 1 pt., surrounding Ponies and Proles of the same color become Happiness Ponies and Happy Proles respectively.

**Zardo.** Hero unit. Killing Zardo scores 4 pts. *Actions:* Kill or Guns. *Can Kill:* Any Prole, Zardo. *Guns:* Pay 1 pt., surrounding Proles of the same color become Armed Proles.

**Pony.** Hero unit. Killing Ponies scores 2 pts. *Actions:* Charge or Sprint. *Charge:* Move 1 extra space and kill 1 enemy Prole. You must have moved 1 space already to use this action. *Sprint:* Move up to 2 extra spaces. When a Pony becomes a **Happiness Pony**, it may enter the Wells of Truth.

**Prole.** Killing Proles scores 0 pts. *Actions:* Enter Wells. *Enter Wells:* Proles receive 1 pt. when they enter the Wells of Truth. When a Prole becomes a **Happy Prole**, it receives 2 pts. if it enters the Wells of Truth. When a Prole becomes an **Armed Prole**, it can kill other Proles.

### TURN ORDER

1. Black places its Wizard, Zardo, normal Ponies and normal Proles on the 8 stars on its side of the board. White does the same, but may wait until black is finished. (Happiness Ponies, Armed Proles, and Happy Proles are not placed on the board at this time.)
2. White moves 1 Prole as a consolation move. If white moves the Prole onto a Well, white gets 1 Truth Point.
3. Black moves a Hero, and may use its action.
4. Black moves a Prole, and may use its action.
5. Count the number of units Black has on the Wells of Truth. Black gets 1 point for each of these units.
6. White moves a Hero, and may use its action.
7. White moves a Prole, and may use its action.
8. Count the number of units White has on the Wells of Truth. White gets 1 point for each of these units.
9. Go back to step 3 and continue this loop until a player has 10 Truth Points. Good luck!

For more of Carl's work, including updated versions of these rules, visit [roqueislandgames.com](http://roqueislandgames.com).

